# Mysterious Adventures

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## FEASIBILITY EXPERIMENT

[illegible] following hints have been compiled in order to help those adventurers who are experiencing difficulty in making progress in "FEASIBILITY EXPERIMENT".

[illegible] be stressed that direct answers or solutions to problems will not be given here. The [illegible] will simply try to point the player in the right direction so that he/she only be able to solve the puzzle by [illegible].

The [illegible] is split into three sections, each section has a bold heading to separate it from the next, so don't be tempted to move on too quickly.

**To find out the reason for being here!**

Your [illegible] location is in a strange, unearthly place. You feel a surge of strange power - this is caused by the beings who worked their [illegible] upon you and brought you here. Your mission is as yet unknown to you. [illegible] now you must simply EXPLORE your surroundings waiting for a Clue.

Getting lost in the underground Tunnels? Could be very dangerous! You may walk straight into a Lion's Den! A shield would be useful in that eventuality.

If possible, try to pick up a few non-essential items and use them in the maze of tunnels. Making a map this way could save your life more than once!

Have you encountered a Gladiator? If you had a Short Sword you could kill him! Seems a [illegible] but he is preventing a KEY event from happening!

Having trouble with the Lions? [illegible] must be better to [illegible] them. You can deal with [illegible] when you have found a [illegible] Weapon!

Found your way into the Emperor's box? I don't think he will be happy with you until you have dealt with the Lions. Until then I wouldn't push your luck with his Chariot!!

Found a Glowing Brazier? This will be [illegible] when you find yourself [illegible] Cold. Beware though - it's Hot stuff! Wear some [illegible] the Gloves.

Having trouble getting through the [illegible] Door? You will also [illegible] need a Key!

**From the [illegible] to the [illegible].**

[illegible] Village. If you find a Rope in [illegible] Hut keep it. You will need it [illegible].

Have you [illegible] the [illegible]? Be careful which [illegible] you P[illegible]... The [illegible] on [illegible] the Faulty!

Found [illegible] Lamp? With a little [illegible] fixing up, that could be quite useful to you. At the moment you will need a Wick [illegible] and some [illegible].

[illegible] Stone Circle? If you had a Shovel you [illegible] up. Maybe you will come across some buried treasure!

Having trouble in an ICY situation? The Glowing Brazier will Melt your troubles away.

In the [illegible] Valley? This is where you can bring all your [illegible] to be [illegible] for [illegible] underground Temple? The best thing to do in a Temple is to PRAY!

[illegible] the Mine? For one [illegible] you will need a Key... For the other you will need a [illegible].

Is [illegible] doing you no good? Have you read the [illegible] on the Altar?

**[illegible] the Final Treasure.**

Have you [illegible] the Lions? If so you may well appeal to the Emperor. He may be [illegible] enough to bestow upon you a Treasure!

Have you been to the Edge of the Chasm? If you have the Rope with you why not go down and [illegible]? You may find something to your advantage.

Have you found a [illegible] him [illegible] again? He may be guarding a treasure that you need. To [illegible] you will [illegible] have to kill him for which you will need a weapon.

When in combat with Fire-breathing Dragons it is well to make sure that you are adequately shielded from his Fiery Breath!

Still having trouble finding the treasures you need? Here are a few tips.

Always [illegible] will be [illegible] and [illegible]. One of [illegible] Keys will usually be [illegible].

Treasures [illegible] lie hidden [illegible]... A shovel is a useful tool when Treasure-hunting.

[illegible] things carefully... they are not always what they seem to be! The beings who [illegible] you in this [illegible] may have gotten their facts wrong about a few things, so be alert.